

Keenan Woodall

Unity Developer

Nashville, Tennessee • (615) 668 0320 • [email](#) - [website](#) - [github](#) - [youtube](#) - [twitter](#)

SKILLS

Skill	Level
Unity, C#	Advanced
Shader Graph, Git, Processing, Cinema 4D	Proficient
Web, Java, Unreal Engine, Photoshop, Illustrator	Beginner

EXPERIENCE

Self Employed

- [Deform](#) - a framework for deforming meshes in the editor and at runtime in Unity
- [BOX-E](#) - a procedurally animated boss fight
- Procedurally Animated [Biped/Worm/Spider](#)
- Created many small experiments over on [GitHub](#)

Fivestone Studios, Nashville

Freelance Developer 2018 - Now

- Fivestone After Five Party - [video](#)
 - Created the AR coaster app using AR Foundation
 - Created interactive particle systems for the large touchscreen display using VFX graph. The particles react to touch and a depth camera. Music is played based on touch input by communicating with Ableton Live using OSC

Unity Developer May 2014 - 2018

- Globe Explorer
 - Created different versions for [Ford](#) and then [Planar](#)
 - Created the [spherical coordinate system](#), a lot of the UI, the shaders, the [cinematic navigator](#) and the [idle controller](#)
- Developed quiz game for the [FRIST Museum](#)
- Helped with lots of smaller projects
 - [Google Cardboard Sales Tool](#), [Samtec Business Model](#), Samtec Nook Controller, [Interactive Desktop](#)

Intern Fall 2013 - May 2014

- Initially was there to learn Cinema 4D but ended up transitioning to learn Unity
- Helped prototype some internal games

EDUCATION

Renaissance High School, Franklin, TN - High School Diploma with honors 2016

* References available upon request.